



LOAD CARD

1) FLOPPY SYSTEM

- A) PLACE DISK # 1 IN DRIVE A. TYPE A: <ENTER>.
- B) TYPE *CATCH* <ENTER>. WHEN ASKED PUT DISK #2 IN DRIVE A, THEN PRESS ANY KEY TO CONTINUE.
- C) NOW PRESS ANY KEY TO START.
- D) FOR INSTRUCTIONS PRESS (3).

2) HARD DISK SYSTEM

- A) PLACE DISK #1 IN DRIVE A. TYPE A: <ENTER>.
- B) TYPE *HINSTALL* <ENTER>. WHEN ASKED PLACE DISK # 2 IN DRIVE A, THEN PRESS ANY KEY.
- C) WHEN ASKED PLACE DISK # 1 IN DRIVE A:, THEN PRESS ANY KEY.
- D) TO PLAY, TYPE IN C: <ENTER>. TYPE IN *CATCH* <ENTER>. THEN PRESS ANY KEY TO CONTINUE.
- E) NOW PRESS ANY KEY TO START.
- F) FOR INSTRUCTIONS PRESS (3).
- G) TO REMOVE FROM HARD DISK, PLACE DISK #1 IN DRIVE A, TYPE A: <ENTER>. TYPE *HREMOVE* <ENTER>.

3) TURBO, 286, AND 386 COMPUTERS SHOULD BE RUN AT 8088 (PC/XT) SPEEDS.

FOR MORE INFORMATION, INSERT DISK # 1 IN DRIVE A, TYPE A:, AND TYPE *TYPE READ.ME*.